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gov.ed.fsa.eai.engine

Class EAIProcessQ

```
java.lang.Object
|
+-- java.lang.Thread
    |
    +-- gov.ed.fsa.eai.engine.EAIProcessQ
```

All Implemented Interfaces:

java.lang.Runnable

Direct Known Subclasses:

[EAIProcessQPerf](#), [EAIProcessQStandard](#)

```
public abstract class EAIProcessQ
extends java.lang.Thread
```

The base class for handling an input queue. Any extending class must implement the run method of Thread.

Field Summary

protected java.lang.Boolean	booleanMainThread Is this the main thread or an extra thread added for performance?
protected EAITransformEngine	eaiTransformEngine The engine to be called to handle each message.
protected java.util.Properties	properties The properties file provided to the caller.
protected java.lang.String	strEngineName The name of the engine.

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

Constructor Summary

[EAIProcessQ](#)(java.lang.String strEngineName, java.util.Properties properties,

[EAITransformEngine](#) eaiTransformEngine, java.lang.Boolean booleanMainThread)

This constructor receives and stores vital information.

Method Summary

static boolean	getStopProcessing () Gets the value of the stop flag.
static void	setStopProcessing (boolean bShouldStop) Sets the stop flag.

Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, destroy, dumpStack, enumerate, getContextClassLoader, getName, getPriority, getThreadGroup, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, resume, run, setContextClassLoader, setDaemon, setName, setPriority, sleep, sleep, start, stop, stop, suspend, toString, yield

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Detail

properties

protected java.util.Properties **properties**

The properties file provided to the caller.

strEngineName

protected java.lang.String **strEngineName**

The name of the engine. Defines what processing is to be done.

eaiTransformEngine

protected [EAITransformEngine](#) **eaiTransformEngine**

The engine to be called to handle each message.

booleanMainThread

protected java.lang.Boolean **booleanMainThread**

Is this the main thread or an extra thread added for performance?

Constructor Detail

EAIProcessQ

```
public EAIProcessQ(java.lang.String strEngineName,  
                  java.util.Properties properties,  
                  EAITransformEngine eaiTransformEngine,  
                  java.lang.Boolean booleanMainThread)
```

This constructor receives and stores vital information.

Method Detail

setStopProcessing

```
public static void setStopProcessing(boolean bShouldStop)
```

Sets the stop flag.

getStopProcessing

```
public static boolean getStopProcessing()
```

Gets the value of the stop flag.

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